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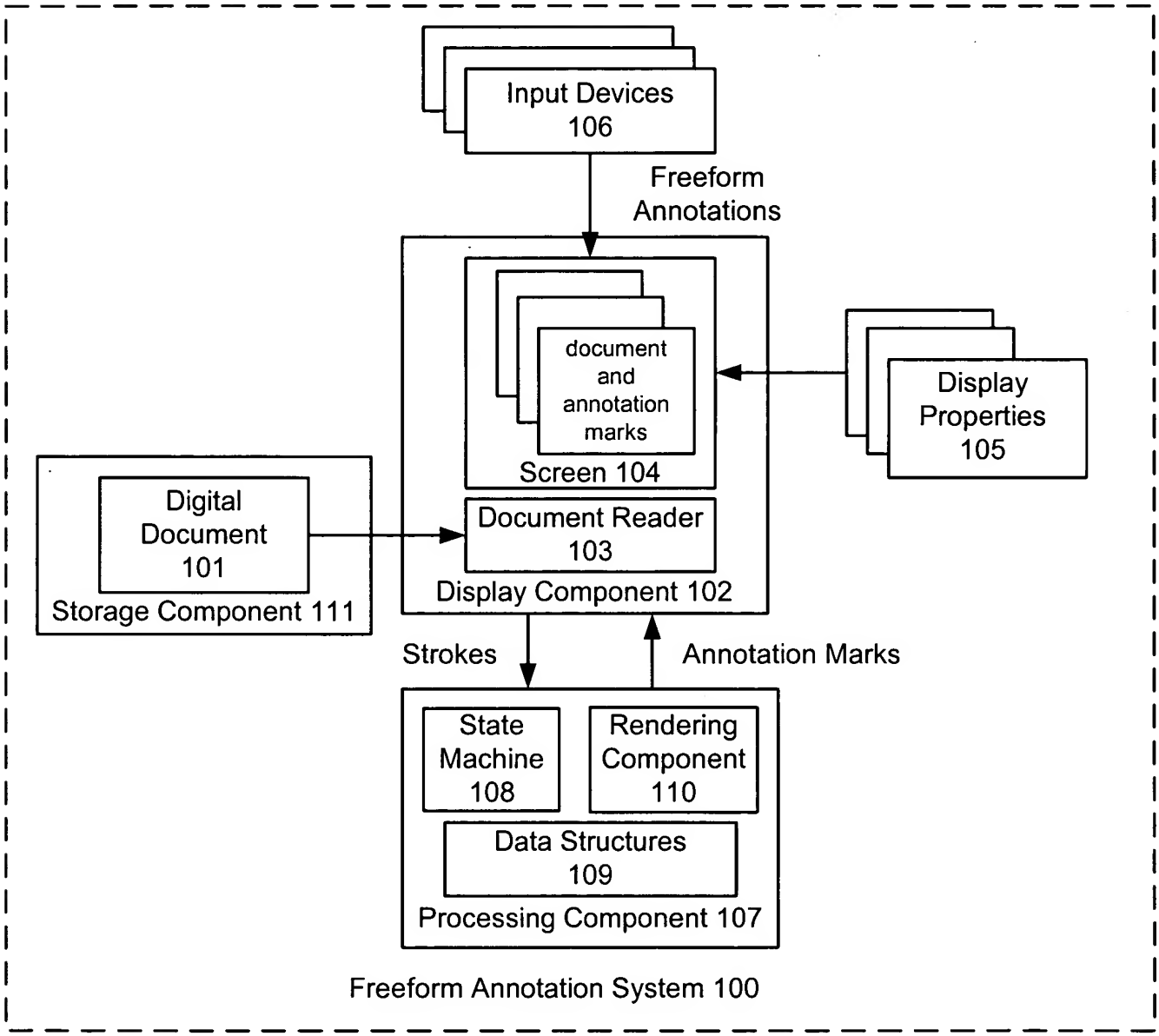
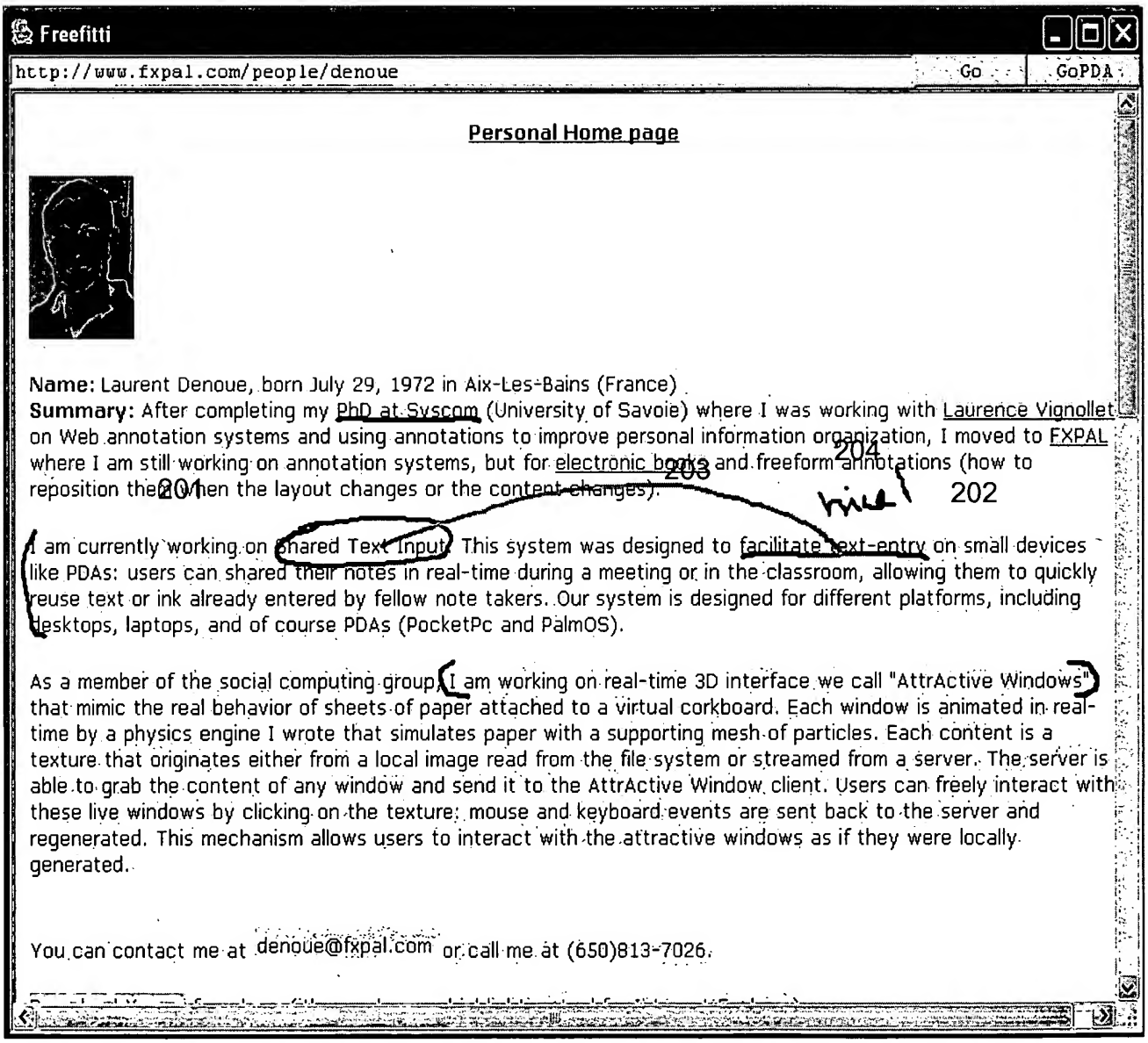

Input Devices
106
Freeform
Annotations
document
and
annotation
marks
Screen 104
Display
Properties
105
Digital
Document
101
Storage Component 111
Document Reader
103
Display Component 102
Strokes
Annotation Marks
State
Machine
108
Rendering
Component
110
Data Structures
109
Processing Component 107
Freeform Annotation System 100

Figure 1


Freefitti
http://www.fxpal.com/people/denoue
Go
GoPDA
Personal Home page
Name: Laurent Denoue, born July 29, 1972 in Aix-Les-Bains (France)
Summary: After completing my PhD at Syscom (University of Savoie) where I was working with Laurence Vignollet on Web annotation systems and using annotations to improve personal information organization, I moved to FXPAL where I am still working on annotation systems, but for electronic books and freeform annotations (how to reposition them when the layout changes or the content changes).
201
203
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202
I am currently working on shared Text Input. This system was designed to facilitate text-entry on small devices like PDAs: users can shared their notes in real-time during a meeting or in the classroom, allowing them to quickly reuse text or ink already entered by fellow note takers. Our system is designed for different platforms, including desktops, laptops, and of course PDAs (PocketPc and PalmOS).
As a member of the social computing group, I am working on real-time 3D interface we call "AttrActive Windows" that mimic the real behavior of sheets of paper attached to a virtual corkboard. Each window is animated in real-time by a physics engine I wrote that simulates paper with a supporting mesh of particles. Each content is a texture that originates either from a local image read from the file system or streamed from a server. The server is able to grab the content of any window and send it to the AttrActive Window client. Users can freely interact with these live windows by clicking on the texture: mouse and keyboard events are sent back to the server and regenerated. This mechanism allows users to interact with the attractive windows as if they were locally generated.
You can contact me at denoue@fxpal.com or call me at (650)813-7026.

Figure 2

```
function INITIALIZATION()
{
	int state = FIRST_STROKE;
	anchors = {};
	links = {};
	comments = {};
}

function RECOGNIZE(Stroke s)
{
	switch (state)
	{
		case FIRST_STROKE OR ANCHORING:
			if (s starts on anchor and s ends on anchor) then
				links += s
				state = ANCHORING
			elseif (s is underline or highlight or margin_bar) then
				anchors += s
				state = ANCHORING
			else
				if (state == FIRST_STROKE) then
					show s as unrecognized
				else
					state = COMMENTING
					current_comment += s
					show button (user preferences)
			endif
		case COMMENTING:
			if (s is exiting_commenting_mode_stroke) then
				comments += current_comment;
				if user chosed freeform pasting then
					state = FREEFORM_PASTING
				else
					state = FIRST_STROKE
				endif
			else
				current_comment += s;
			endif
		case FREEFORM_PASTING:
			reposition current_comment along s;
			state = FIRST_STROKE;
	}
}
```

Figure 3

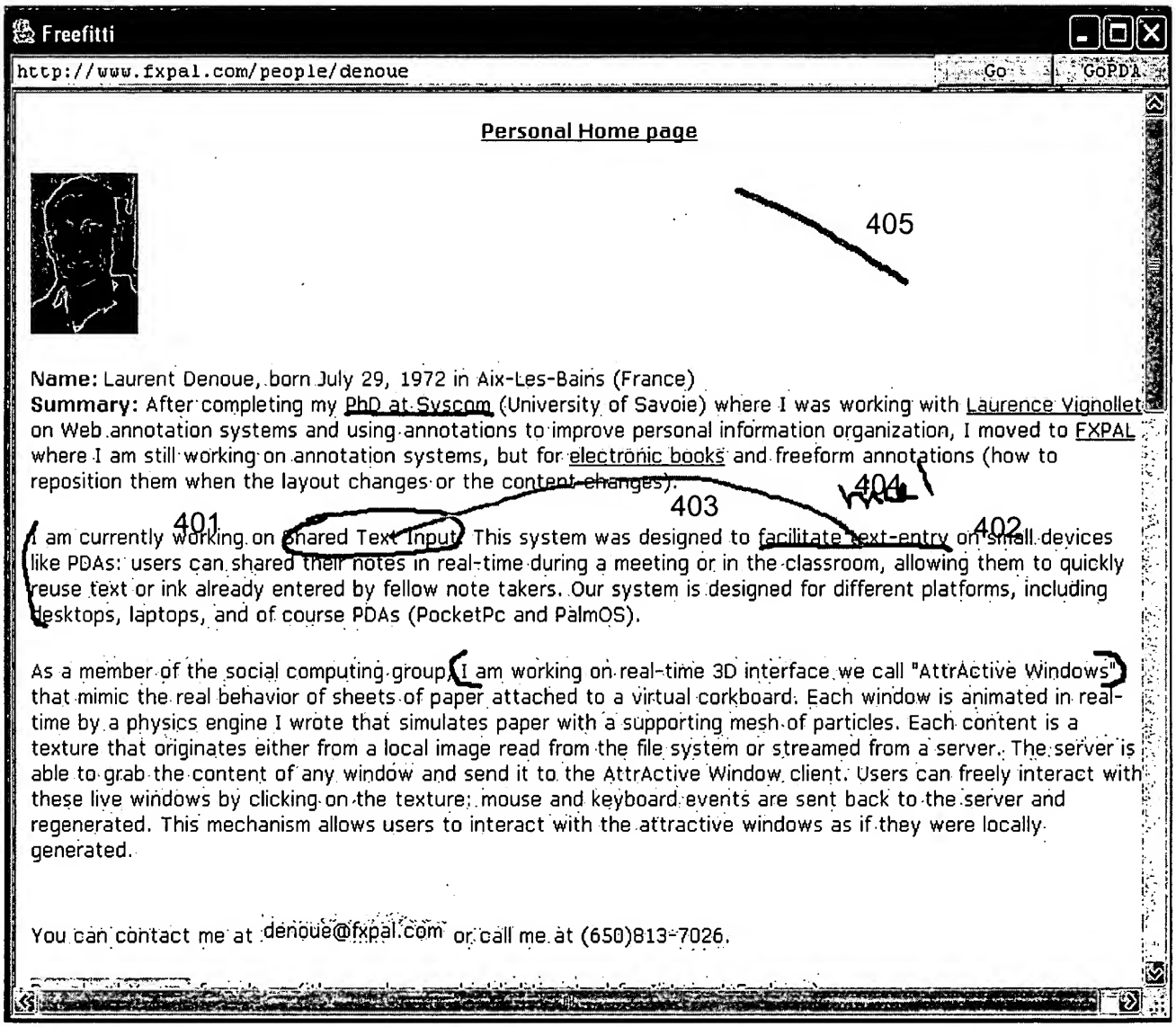
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Figure 4

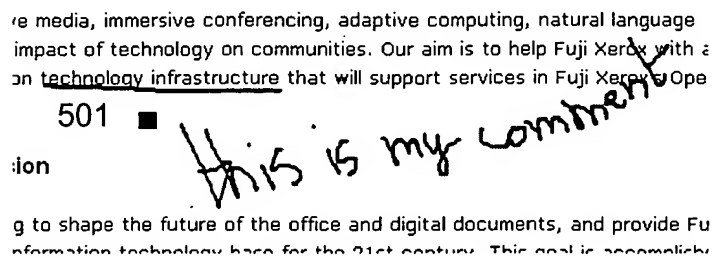


Figure 5(a)

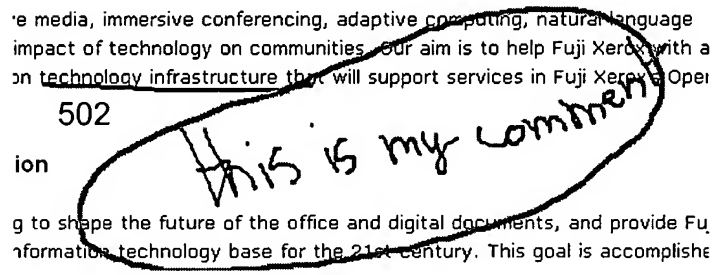


Figure 5(b)

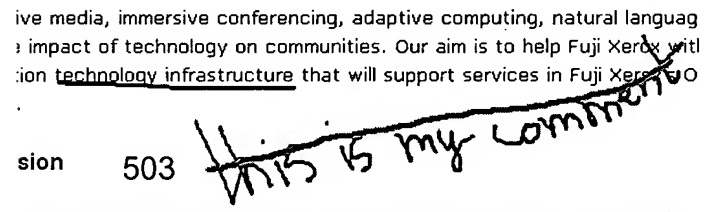


Figure 5(c)

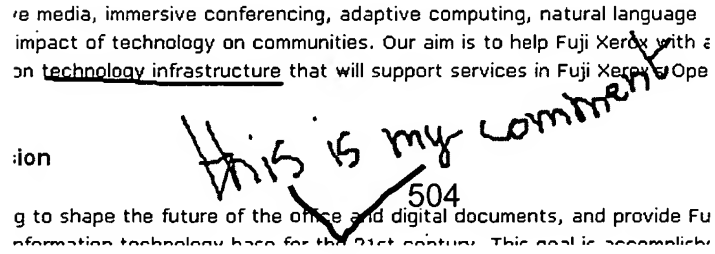
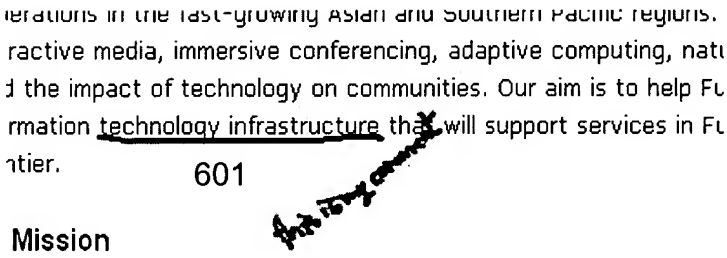


Figure 5(d)


erations in the fast-growing Asian and Southern Pacific regions.
ractive media, immersive conferencing, adaptive computing, nat
the impact of technology on communities. Our aim is to help Fu
rmation technology infrastructure that will support services in Fu
ntier.
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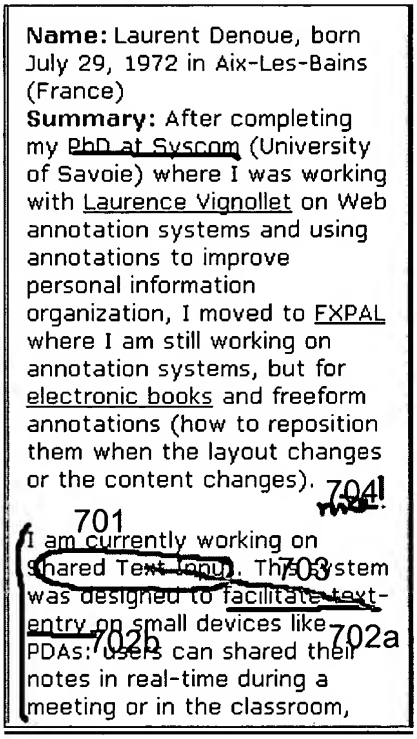
Mission

Figure 6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702b
702a

Figure 7